

has many further options.

- Print** Takes you to a menu of options for printing the file.
- Move** Lets you cut, copy, or delete paragraphs, sentences, or pages of text.
- Comment** Lets you create, edit, hide, or display text comments.

The menu with Block Mode on has these choices:

CANCEL COPY CUT DELETE FORMAT SAVE PRINT OTHER

- Cancel** Removes the menu and returns you to edit mode.
- Copy** Copies the marked block of text to the program's buffer.
- Cut** Moves the marked block of text to the program's buffer.
- Delete** Deletes the marked block of text.
- Format** Lets you underline, boldface, center or right justify the text in the block.
- Save** Lets you save the marked block to the disk.
- Print** Prints the marked text.
- Other** Allows other changes to the marked block.

Clicking both the point and alternate buttons at once gives a help box for WordPerfect, which gives a summary of how to use The MousePen buttons.

THE DB3PLUS MENU FOR DBASE III PLUS

The file DB3PLUS.MNU is a menu designed to work with version 1.0 of Ashton-Tate's dBase III Plus database manager program. To install this menu type

AMENU DB3PLUS [RETURN]

The message "Menu now installed" means you are ready to go. Now type DBASE to run dBase III Plus. You may click the point button to remove the license agreement from the screen and start using the program.

The DB3PLUS menu takes advantage of the powerful, menu-driven "Assist" feature included in this version of dBase III. The program starts up in Assist mode. You see the Assist "menu bar" across the top of the screen that reads:

Set Up Create Update Position Retrieve Organize Modify Tools

One of the categories along this menu bar is highlighted. Underneath it, is a vertical menu box with choices for the category. By moving The MousePen left and right, you can move the highlight back and forth among the categories. The menu box underneath will follow the highlight and the choices will change along with the category. Inside the box there is another highlight over one of the choices. By moving The MousePen forward and backward you can change the position of this second highlight. To choose one of the menu items, position the highlight over the choice that you want and click the point button.

Many of these choices lead to more menus which specify the details of the desired action in the dBase program. For example, you may be asked to specify a disk drive or a file name from a menu. These submenus can be worked with The MousePen in the same way as the the main Assist menu was: Move The MousePen to the choice you want and click the point button to choose it.

To cancel a menu or activity in dBase, click the alternate button. The alternate button says "never mind" to the application and backs you out of the activity that you are in. Clicking the alternate button can undo a mistake.

If you click the alternate button while you are at the top level Assist menu bar, the Assist menus disappear entirely and you will be in Command mode (the words "Command Line" will be at the bottom of the screen).

Command mode expects you to type in commands in the dBase language, and Menu Maker is not much help here. See the manual that came with dBase III Plus to learn how to use this advanced mode. You may return to Assist by clicking the point button.

Clicking the point and alternate buttons at the same time invokes a Menu Maker help menu. This menu reminds you how to use the buttons and gives you three choices:

RETURN TO DBASE
USE DBASE HELP
QUIT DBASE III

If you choose RETURN TO DBASE, the help menu goes away and you resume whatever activity you were in the middle of. If you choose QUIT DBASE III, you will leave the program. If you choose USE DBASE HELP while you are using the Assist menus, dBase provides help information about the option that the highlight was on before the two-button click. If you are in the Command mode, USE DBASE HELP will let you use a series of help menus that explains the dBase language.

CREATING YOUR OWN MENUS

Menu Maker allows you to create your own custom menus by writing programs in the Menu Maker Language. Documentation for this has been supplied on the IMCS distribution diskette. You may view the information on your screen or print the complete manual at your convenience.

It is very helpful to have had some experience with programming or program design before undertaking this, but not strictly necessary. A plan of attack for the non-programmer might be to start with some of the example files from the tutorial and make simple modifications.

MENU MAKER MESSAGES

Below is a list of the messages generated by the Menu Maker program AMENU. The messages themselves are in quotation marks. Following each message is a description of what it is usually caused by.

AMENU Messages

"Menu now installed" and is active.

CAUSE: *The menu was successfully installed (This is not an error.)*

"Menu now off"

CAUSE: *The AMENU OFF command was issued and the menu is disabled. (This is not an error.)*

**"To start a menu: amenu filename
To stop a menu: amenu off"**

CAUSE: *The file name of a menu definition was not supplied after AMENU.*

"Menu file not found"

CAUSE: *The menu file chosen was not found on the requested or current disk and directory.*

"DOS ERROR"

CAUSE: *AMENU encountered some peculiar problem loading the menu file. You may have specified the name of a directory by mistake.*

"Mouse driver not installed"

CAUSE *No pointing device driver could be detected. The IMCS driver must be installed for Menu Maker to work.*

"Menufile too large to load"

CAUSE: *The menu file is truly big, over 48 Kbytes. Scale back your ambitions.*

**"Menufile too large for current buffer size.
Install another copy of AMENU?"**

CAUSE: *See the "AMENU" section (page 2 - 4) for details, but the menu you just tried to load is bigger than the copy of AMENU in memory was prepared for. Answering Yes will waste a little space, but let you use the new menu.*

"Menu installation aborted"

CAUSE: *You answered "No" to the previous message. The old menu is still in memory.*

GLOSSARY

Application - A program meant to stand on its own and perform some complex task, generally under human control. A word processor is an application; so is a spreadsheet.

Argument - Similar to a parameter, but applies to a DOS command. Frequently identifies a file to work on or use.

Buffer - A section of the computer's memory set aside for some purpose, such as storing the current Menu Maker program.

Button - The MousePen has POINT and ALTERNATE buttons as described below

Point Button - The lower of the two buttons on The MousePen. This is the most used button and has a raised surface to locate it easily during operation. This button relates to the left button on conventional mice.

Alternate Button - The upper of the two buttons on The MousePen. This button relates to the right button found on most conventional mice.

Character - A letter, number or punctuation mark is a character. So is a "graphics character" which can be printed on the screen. There are also characters which produce effects instead of printing something, such as a space (reserves a space on the screen), a tab (goes to next tab stop), or the Enter character, which ends a line. Most keys and key combinations you can type at your keyboard (and a few you can't) are represented by either a character of their own, or two characters in combination.

Click - To quickly press and release a MousePen button. Used to make choices or call up menus with The MousePen.

Command - The part of a statement which gives it its basic action. See "statement".

Compile - To translate the "English-like" statements of a Menu Maker source program into a special form for computer use. While humans cannot read this form, the computer can. The compiled instructions are stored in a separate file called a menu definition file.

Cursor - The small blinking line or box on your computer's screen where the computer is requesting you to type commands or information is a text cursor.

A **graphics cursor** is an arrow, crosshair, icon or other shape that appears on your screen and follows the movement of The MousePen. In the Menu Maker program this is also a highlighted part of the screen, usually movable with The MousePen, used to pick a choice on a menu.

DOS - The Disk Operating System. This is a program, run directly by the computer, which organizes information and runs other programs. It starts running when you turn your computer on, and is responsible for the famous DOS prompt, "C> ". You give DOS commands by typing the name of the program you want to run, perhaps followed by arguments representing information such as file names.

Drag - Holding down a MousePen button as you move The MousePen. Used to pick an item from a menu or to draw in some programs.

Driver - A program that acts as an interpreter between The MousePen and your application programs. It receives data from The MousePen through the serial or PS/2 mouse port and translates it into movements and button presses which the application can then use to perform operations based on your input. Directions on loading The MousePen driver program are included in this manual.

Execute - When a computer takes a program and follows the instructions within it, it is said to be executing the program. Also called "running" the program. Part of this process is "loading" the program from the disk into the computer's memory.

File - A collection of information within the computer, organized by DOS and usually stored on a magnetic disk of some sort. A file has a name, by which DOS commands know where to find it.

File Mask - A file name containing one or more wildcard characters (* and ?), which represents a group of files with similar names. Mostly used with the DOS command "dir".

Menu - A list of choices on the computer screen representing various things the computer can do at this time. When you choose one from the list, the computer does it. In this manual, the word "menu" is also used for a Menu Maker program, which can put menus on the screen.

Menu definition file - A file, whose name ends in .MNU, containing a Menu Maker program. These files are not particularly meant to be read by humans. They are created by the COMPILE program, and used by the AMENU program.

Mode - The mode a program is in is the way of describing what it expects from you, the user. For example, a word processor usually spends most of its time in "Edit" mode, where whatever you type goes into the file you are editing, and the cursor keys just move to a different part of the file. However, some command might put it in "block" mode, where the cursor keys also help define a stretch of text which can later be moved or changed. At another time, the word processor might be in a "command" mode, where letters typed in are treated as instructions to the word processor. An experienced user usually knows what the program expects, but Menu Maker must be careful to keep track of program modes, so that the program does not get confused.

Mousepen Event - Any movement of The MousePen, or the pressing of a button.

PS/2 Mouse Port - A special port on IBM's new line of PS/2 computers for using a mouse, rather than using a serial port.

Parameter - A part of a statement which tells what the statement should act on, or how to act. See "statement".

Pointing Device - An input device (such as The MousePen or a trackball) with one or more buttons which lets you point to various spots on the screen.

Popup Menu - A menu which suddenly appears on the screen in response to a command or MousePen action. In this manual, the term "Popup" also represents the more complicated of the two sorts of menu available.

Program - A set of instructions meant for a computer to obey. Usually stored in a file. Often the program is in fact "run" by another program. For example, "FORMAT" is a DOS program, handled by DOS, whereas "WP.MNU" is a Menu Maker program, meant to be executed by Menu Maker.

Resident program - see TSR.

Serial Port - The male (pins sticking out) connector(s) on the back of your computer where you connect The MousePen or other serial devices, such as some printers and modems. Your computer may have a 9 pin, a 25 pin, or both 9 and 25 pin serial ports. Often serial ports are options, however, so it cannot be taken for granted that your computer has one. An adapter for both the 9 pin and 25 pin serial port has been included with The MousePen.

Source program - A file, whose name ends in .DEF, containing vaguely English-like Menu Maker statements. This file is created by humans and compiled into a menu definition file.

Statement - A vaguely English-like instruction for a computer. Menu Maker statements must follow various rules described in this manual. A statement contains a command and perhaps some parameters. If a statement is thought of as a sentence such as "Pick up the dog now!", then the command is the verb ("pick up"), while the parameters are objects and adverbs ("the dog", "now").

Submenu - Sometimes, when a menu choice is picked, the computer's response is to "pop up" another menu asking for more details about the desired action. Such menus are called submenus.

TSR - A "Terminate and Stay Resident" program. Most programs, when they run, are loaded into memory, do their thing, and leave. A TSR, however, sets up its own territory in memory. When it "exits" (stops running), it remains in memory, and can start running again in response to various requests, or even keep running at the same time as some other program.

APPENDIX A

Care and maintenance

As the ball on the bottom of The MousePen rolls on your desktop or other surface, it can pick up small particles of dust and lint. Removing this dirt from The MousePen will make its movement smoother and more accurate. This will only be necessary if you feel The MousePen may be sticking or slipping in any way due to dirt particles. To clean The MousePen, follow this procedure:

QUICK CLEANING

- Step 1: Turn off your computer.
- Step 2: Dab a small amount of rubbing alcohol on a piece of felt.
- Step 3: Simply move The MousePen across the felt in a circular motion to clean surface dirt from the ball.

Note: Small amounts of residue from office cleaners that can accumulate on a desk or other surface can often be removed by rolling The MousePen on a pad of paper.

THOROUGH CLEANING

- Step 1: Turn off your computer.
- Step 2: Turn The MousePen over and locate the plastic cover that holds The MousePen ball in place. (see figure A)

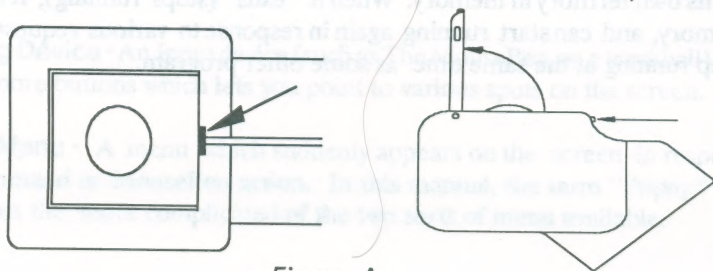


Figure A

bottom view showing
location of tab

side view showing
open cover

- Step 3: The cover is hinged on one side and works like a small door (it does NOT detach from The MousePen). To open, locate the small tab on the cover. With your thumb, gently lift the cover away from The MousePen.
- Step 4: Carefully turn The MousePen over, placing your hand over the opening to catch the ball as it falls free of The MousePen body.
- Step 5: Use a cotton swab dipped in alcohol to remove any dirt or lint from the rollers (shown as darkened areas in figure B below).

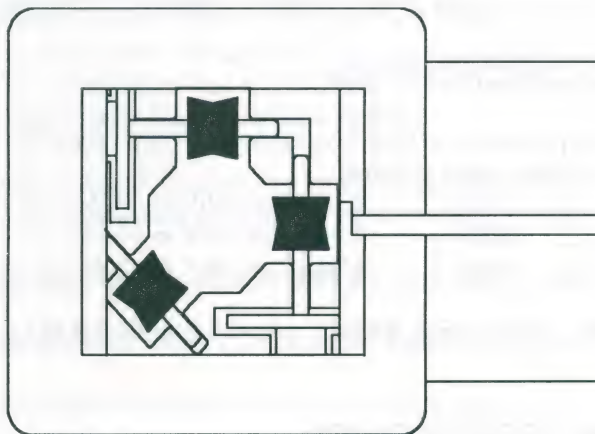


Figure B: inside shaft assembly with ball removed

- Step 6: Put The MousePen ball back in its socket and close the cover. It should click into place as it closes.

With occasional cleaning, The MousePen should provide many years of service.

APPENDIX B

The MousePen Specifications

PHYSICAL SPECIFICATIONS:

Size: Height 0.7 inches
 Width 0.6 inches
 Length 6.1 inches

Weight: 90 grams (without cable)
Buttons: Two, debounced electronically
Cable: 3 meter 5 wire shielded with PS/2 termination

Adapters: Serial adapter for RS232C D-subminiature 25 pin female connector
 for XT class computers
 D-subminiature 25 to 9 pin serial adapter for AT class computers

ELECTRICAL SPECIFICATIONS:

Power: All power drawn from host adapter. PS/2 power is 10ma at 5 volts.
 RS232C power as listed;
 DTR 2.5ma from +6V to +15V
 RTS 2.5ma from +6V to +15V
 RDX 2.5ma from -6V to -15V

Interface: PS/2 serial format RS232C compatible at 1200 BAUD

PERFORMANCE SPECIFICATION:

Resolution: 50 to 1,000 pulses per inch
Tracking Speed: 18 inches per second

OPERATIONAL SPECIFICATIONS:

Reporting Modes: Selected by software and hardware.
 Instrumental, stream, prompt

Data Format: Microsoft 3 BYTE compatible mode
 IBM PS/2 mouse serial data format

APPENDIX C

FCC Compliance Notice

Radio and Television Interference:

This equipment generates and uses radio-frequency energy. If it is not installed and used properly, that is, in strict accordance with the instructions that came with your pointing device, it may cause interference with radio and television reception.

This equipment has been tested and complies with the limits for Class B computing devices in accordance with the specifications in Subpart J of Part 15 of FCC rules. These specifications are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that the interference will not occur in a particular installation.

You can determine whether your pointing device is causing the interference by turning off your computer, unplugging the device, and turning your computer back on. If the interference has not stopped, it is probably caused by your computer on one of your other peripheral devices.

If your computer system does cause interference to radio or television reception, try to correct the interference by using one or more of the following measures;

- Turn the television or radio antenna until the interference stops.
- Move the computer to one side or the other of the radio or television.
- Move the computer farther away from the radio or television.
- Plug the computer into an outlet that is on a different circuit from the radio or television. (That is, make certain the computer and the radio or television are on circuits controlled by different circuit breakers or fuses).
- Consider installing a rooftop television antenna with a coaxial cable lead-in between the antenna and the television.

If necessary, consult IMCS technical support for additional suggestions. You may find helpful the following booklet, prepared by the Federal Communications Commission: "How to Identify and Resolve Radio-TV Interference Problems" (stock number 004-000-00345-4). This booklet is available from the U.S. Government Printing Office, Washington, DC 20402.

Technical Support Assistance Questionnaire

Computer: make / model _____

Version of DOS _____

Accessory cards (other than display and memory cards) _____

What port are you using for your MousePen? _____

If using a COM port, which one? _____

Is the COM port located on the motherboard? _____

If not, what make/model COM port card are you using? _____

Application program (if any): _____

Where you using a pointing device prior to The MousePen? _____

If so, which one? _____

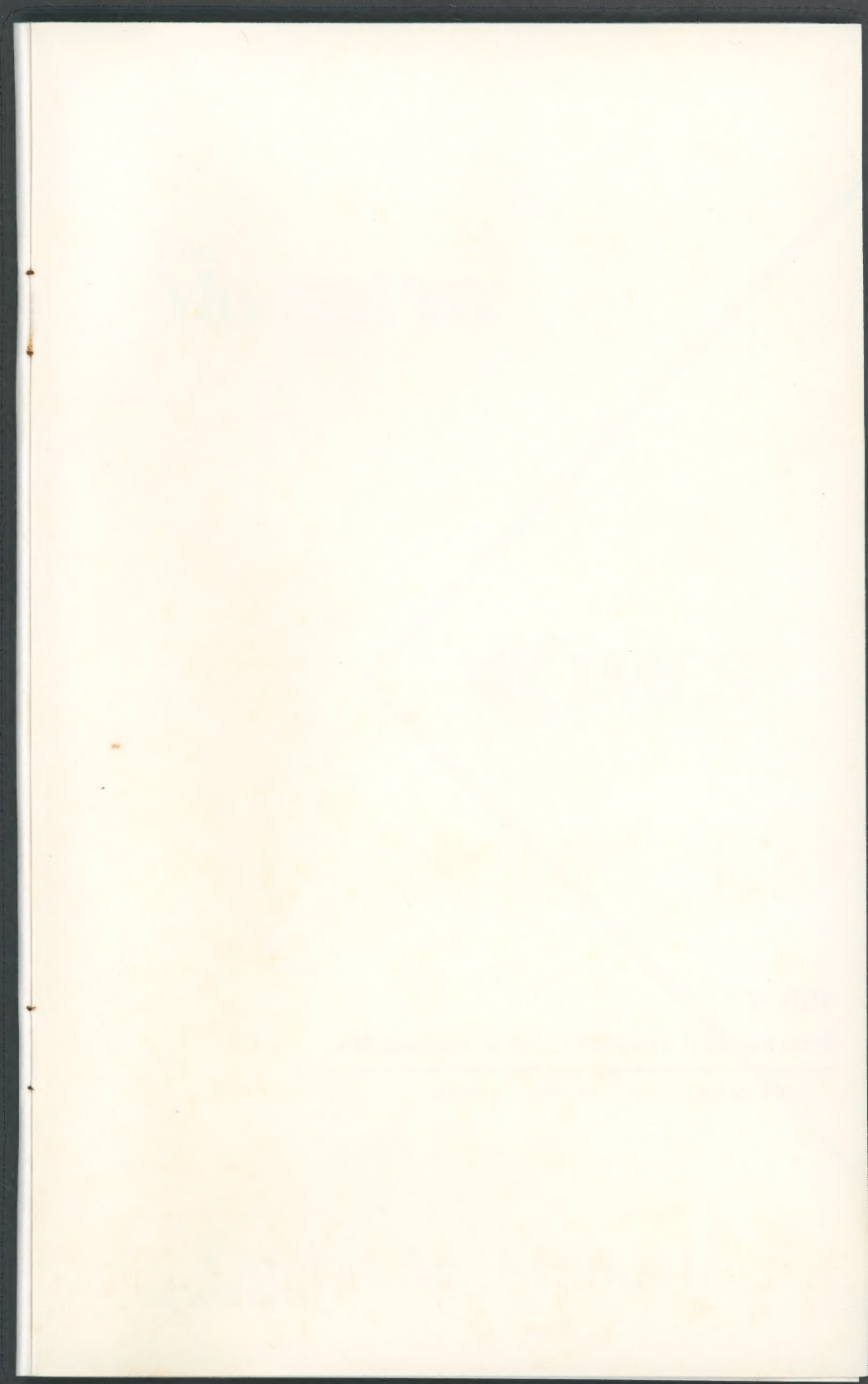
Notes: _____

The MousePen S/N: _____

Purchase date: _____

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